

Overview:

For my project I wanted to recreate a card game I play sometimes called Slap. It is a game that requires memory and speed on the part of the player. In a game, there will be two players, the user and the computer. Each player starts with half of a 52 card deck, and takes turns placing a card from their deck into a pile. Neither player will see a card until it has been put into the pile and they can only see the top card on the pile. Here is where the players need to remember what cards were placed. If the last two cards were the same number(a double), or the last three cards were a sandwich(ex: 1-2-1), then both players will try to 'slap' the pile. Whoever was first, will get to take the pile and add it to their personal deck. Then the two players start over in adding cards to the pile. If a player slaps the pile when there is not a double or a sandwich, that player must discard three cards from their deck into the bottom of the pile. The loser is whoever empties their personal deck first.

The user will have a couple actions that they can take. During their turn, they can decide how fast or slow to add a card to the pile. The user will be able to 'slap' at any time, maybe by pressing a key like the spacebar. The user can open the instructions at any time or open up a count of the three decks in the game.

Classes:

- Card
 - Data attributes:
 - frontside - the value of the card (from A,1,2...,J,Q,K)
 - backside - zero for every card
- Deck (status)
 - A deck can either be created with status = full, i.e. create a regular 52 card deck, or status = empty, i.e. starts with no cards
 - Data attributes:
 - It will be a list object that can have a length of 0-52
 - Data methods:
 - draw() - removes a card from the top of the deck
 - addto() - adds a card to either the bottom or the top of the deck
 - shuffle - shuffles deck - will import rand package for this
- Computer player
 - Data methods:
 - draw and add methods(inherited from deck)
 - slap() - be able to slap the pile if it detects a double or a sandwich
 - timer() - some sort of timer for the computer that randomly determines how fast it will add to the deck or slap the pile. This is to make the game fairer and less predictable. I may try playing with this feature if I wanted to change the difficulty setting
 - Data Attributes:
 - deck object
 - card count - how many cards are in the computer players deck
- Human player (user)
 - Data methods:
 - add method(inherited from deck)
 - slap() - will be able to slap the deck at any time by pressing a certain key(still deciding - maybe spacebar)

- draw_from_deck - similar to decks method, except that the player gets to control when/how fast they add a card to the deck. This is to help simulate actual slap games where players add to the pile in rapid succession.
- Data attributes
 - deck object
 - card count